# War for Quintessence Interim Report

Christian Conti
Sandro Bünter
Lars Krapf

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# Status

## Functional Minimum [95%]

- One Unit [100%]

- Simple Map/Scene [100%]

- 2D Representation [100%]

- Multiplayer [100%]

- Collision/Damage [100%]

- Kill everyone [90%]

There is still no clean implementation of winning conditions for the game. Although they are well defined and the necessary preparations to the game are made.

## Low Target [80%]

- Networking [75%]

- 3D Models (static) [85%]

- More than one faction [100%]

- (Simple) Pathfinding [90%]

- Basic Menu [50%]

- Resources [0%]

- Different winning conditions [50%]

Networking turned out to be quite nasty, but we think we nailed the concept now, and are in the final phase of the implementation. We finished 10 3D-Models, the remaining ones will probably be 'particle-only'. All factions have been defined and integrated. Pathfinding by now is pretty straight-forward, but we could need more sophisticated algorithms if the levels get more populated. We did not implement a nice menu yet, but have the 2D-designs ready. We did not implement resource gathering/expense by now. It is strongly connected to the concept of capturing buildings, which has still to be done. 5 different winning conditions are all defined and ready to be implemented.
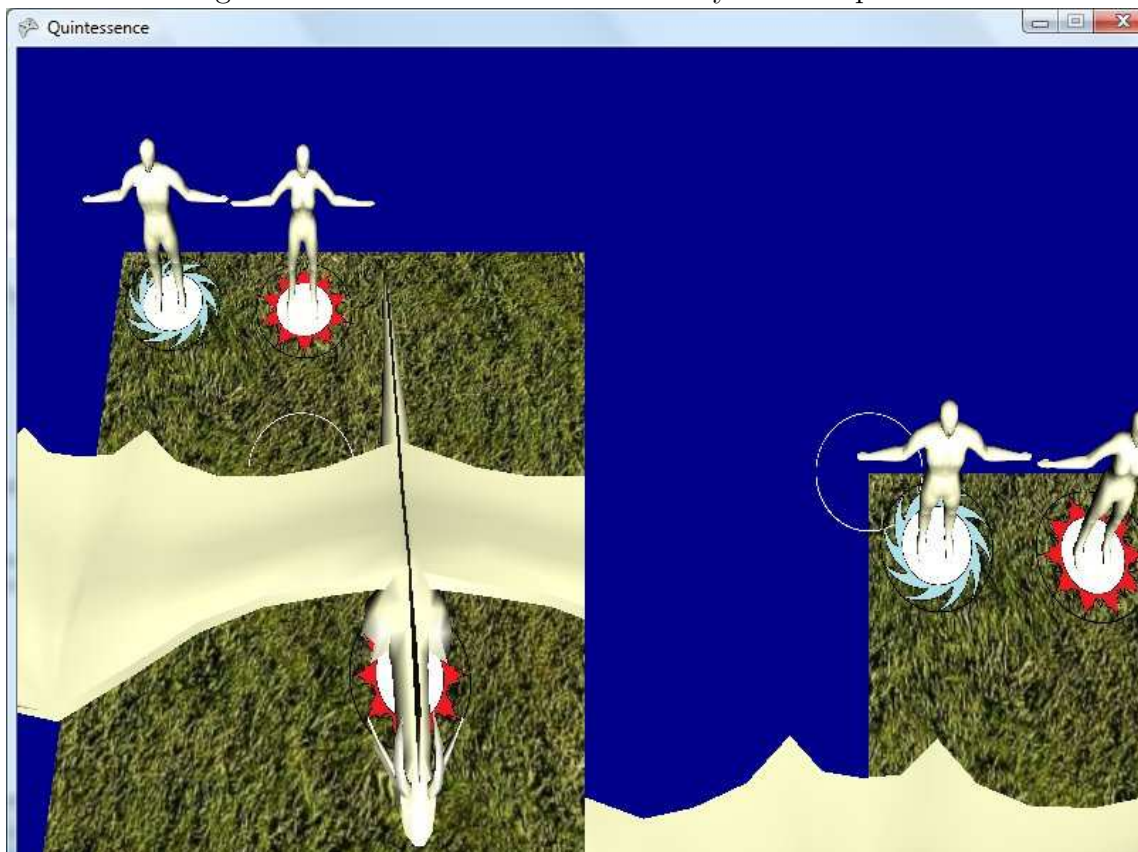
## Desireable Target [30%]

- Particles [25%]

- 4 Factions [100%]

- Choice of units among factions [20%]

- Animation of Characters [10%]

- Sound Effects [0%]

- Small tutorial [0%]

- Buildings/Towers [25%]

- Pretty Menu [0%]

- Projectiles [0%]

- Basic Texture & Lighting [90%]

- Fog of War [N/A]

We have a particle-test-bench ready and started experimenting with the first (promising) particle effects. All factions are defined, and supported from the engines point of view. The choice of units principle is layed out, but still missing a menu. The big work of character animation is still ahead of us, although basic bone-transformations are present in the engine. The World of Quintessence unfortunatly is still completely silent. The tutorial is not even though of by now, and will be reprioritized to 'High Target'. Buildings and towers are still missing, also the possibility to capture and destroy them. Still no menu. The projectile concepts are yet a little unclear, probably the most part of it will be implemented with the particle engine. We have already nice textured shaders, and yet-to-be-improved dynamic shadows. The fog of war was considered superflous and will probably never see the sun of Alcarinàn.
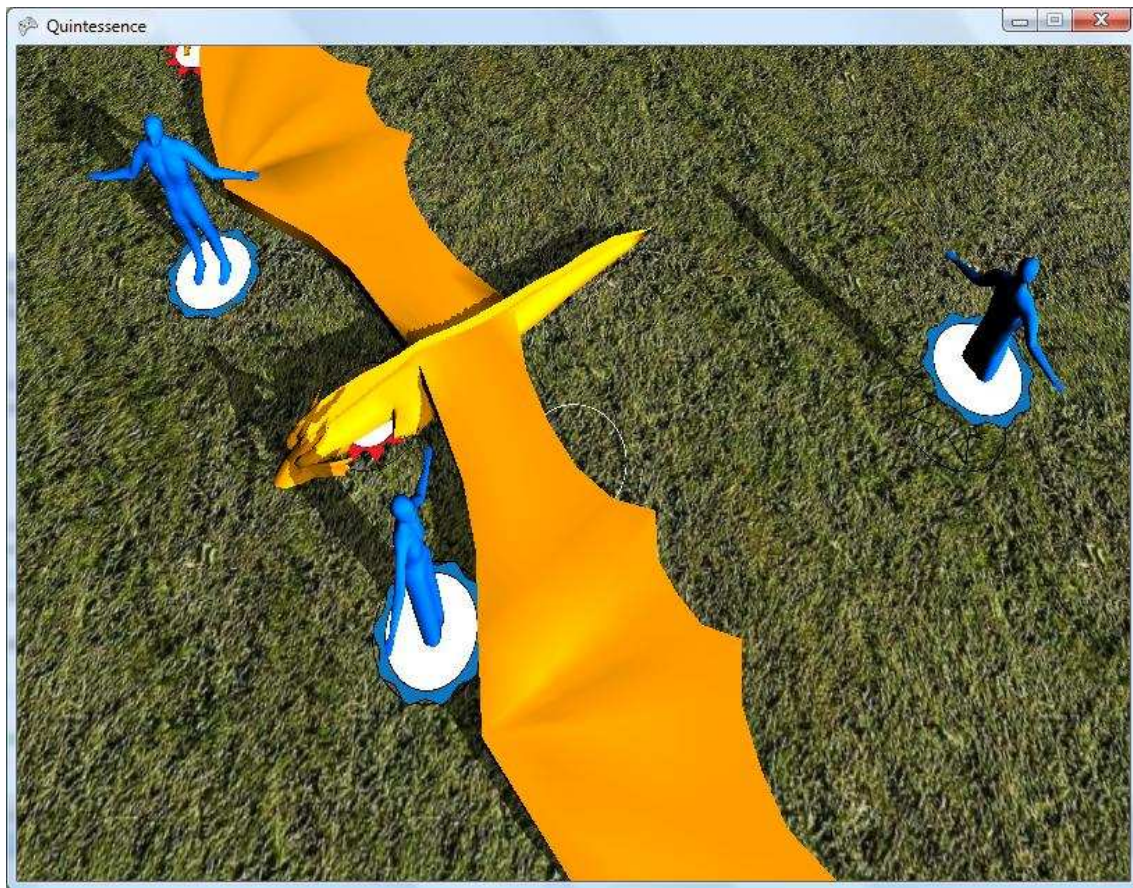
## Hard or Easy

Networking and serialization of the GameState proved to be a quite challenging problem. On the other hand, the user interaction and game logic went quite easily. Our biggest problem at the moment is that, due to illnesses and duties to the country, we are a little bit behind schedule. Nevertheless we are still confident to reach the 'High Target' in time. It seems to be the time to point out, that XNA is a very nice framework for such a project, allowing for really fast development, with motivating results early on.

## Changes

At the moment there were no major changes to the design specification needed. We stuck closely to the specs, but of course much fine-tuning / balancing will have to be done in the end. We also never tried to install our game to the XBox so far, so there may be some ugly surprises (which will probably result in downgrades) still waiting for us.

## Additional Screenshots